

GAMEBOY ADVANCE

DREAMWORKS

AGB-B4UE-USA

# SHREK SUPER SLAM



INSTRUCTION BOOKLET

ACTIVISION



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**Descriptors**

Crude Humor  
Mild Cartoon Violence

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WITH THE GAME BOY® ADVANCE OR  
NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH REQUIRES A GAME BOY® ADVANCE  
GAME LINK CABLE.**

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**Rev-D (L)**



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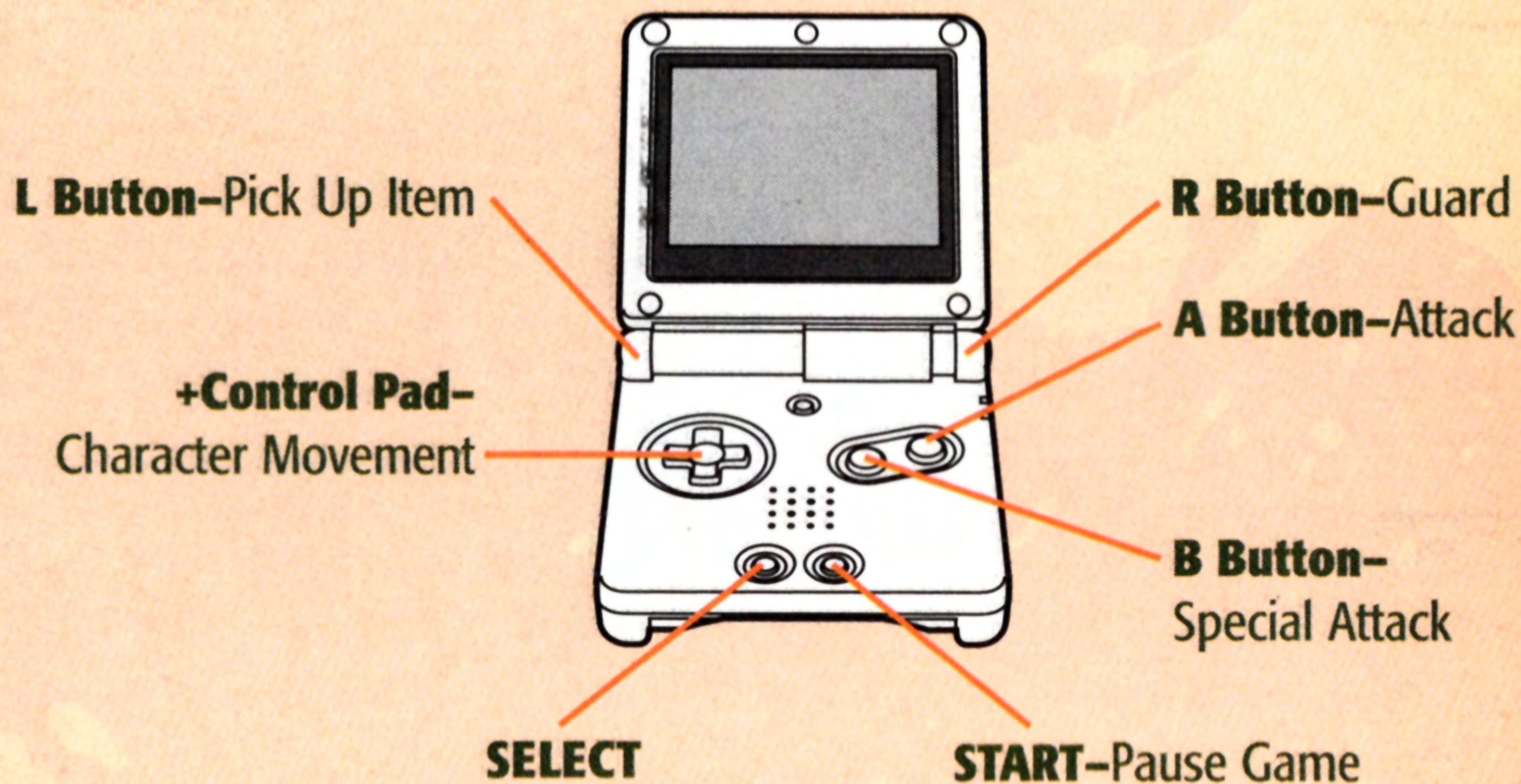
# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Shrek*<sup>®</sup> *SuperSlam* Game Pak into the Game Boy<sup>®</sup> Advance slot as described in your Nintendo Game Boy<sup>®</sup> Advance instruction manual.
- Turn the power switch ON.





# GAME BOY® ADVANCE CONTROLS





## MAIN MENU

When you first start *Shrek® SuperSlam*, you have four choices on the Main Menu. Highlight your choice with the +Control Pad, then confirm with the **A Button**.

**Solo** – Experience Story Mode, Mega Challenges and Melee Mode.

**Multiplayer** – Play multiplayer games using either a Game Link® Cable or a wireless adapter.

**Bonus** – Unlock a wide array of goodies by collecting French Flies and trading them to the Frog King. Cinemas, musical scores, sound effects and more await you.

**Data** – Manage your *Shrek® SuperSlam* saved data and adjust the sound effects and music volume.





# SINGLE PLAYER

## Story Mode

Donkey has invited his friends over for a game of cards. Donkey and Dragon's children, the Dronkeys, are running amok, making the card game impossible to play. Trying to settle them down, Donkey decides to read to the kids from the storybook. While Donkey is trying to read the story, one of the Dronkeys belches a bit of fire and sets the storybook ablaze. With the storybook on fire, Shrek suggests that someone should tell a story to put the Dronkeys to sleep. Select a character to hear their story. Then play out each character's story to see what happens.



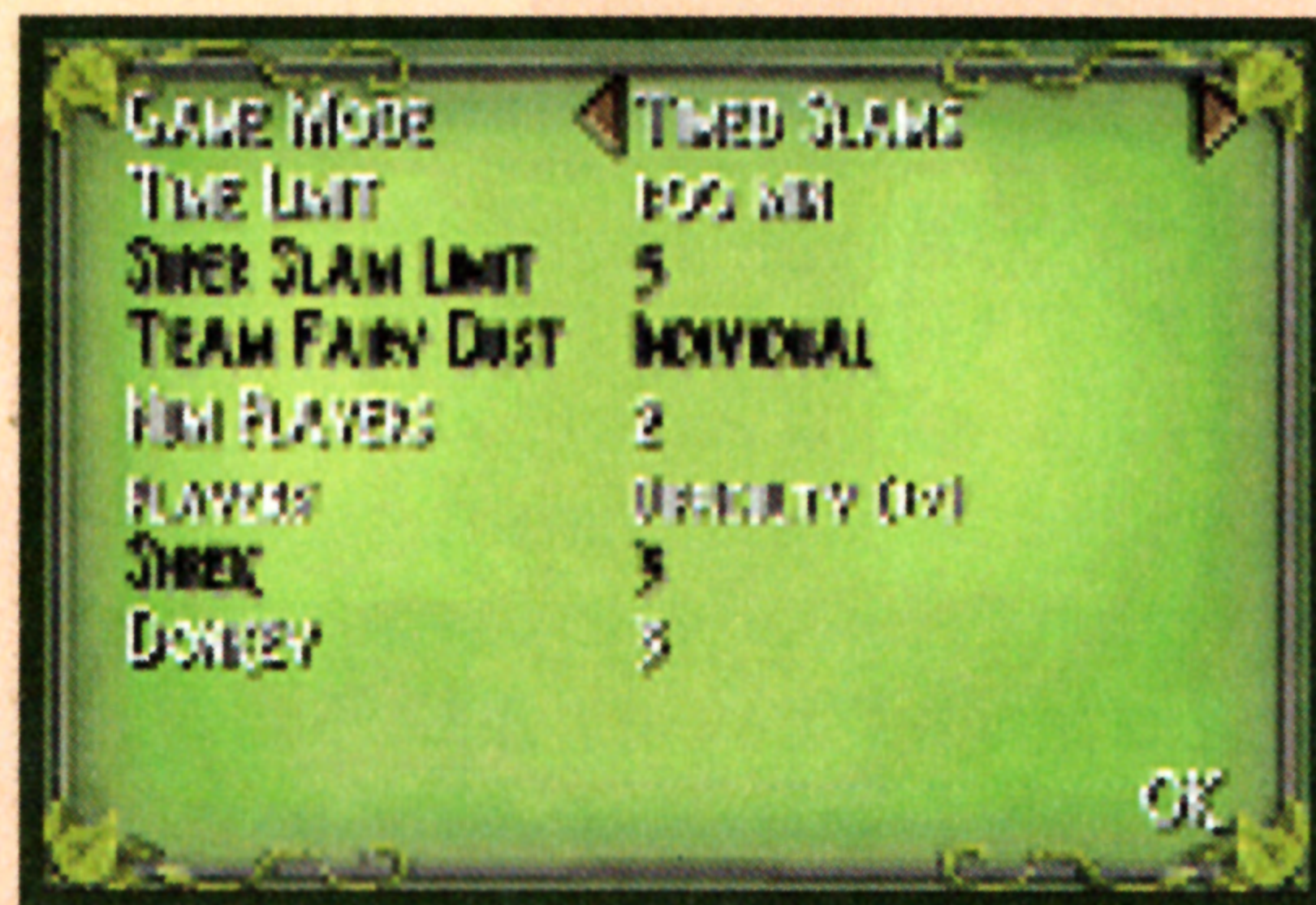


## Mega Challenge Mode

Mega Challenges are single-player mini-games. There are tons of rewards in these challenges, so make sure you play them all. Mega Challenges are not locked. All are available from the start.

## Melee Mode

Choose one of 10 playable characters. The playable characters include any unlocked characters. After selecting a character to play, choose an arena to fight in on the Arena Select Screen. In Melee Mode, you can jump right in to the slam action and customize almost everything.





## ***Customizable Melee Options***

### **Game Mode**

- **Timed Slams** – The winner is the player with the most slams when time runs out.
- **Slam Race** – You set the number of slams. The winner is the player who reaches that number first.
- **Fairy Dust Challenge** – The winner is the player with the most fairy dust when time runs out.
- **Tag** – The player who was last slammed is “it.” Try not to be “it” when the timer runs out.

**King of the Hill** – You can only earn Fairy Dust by standing on the “crowned” platforms. Fight to be king of the hill, then when your meter is full, go SuperSlam!

**Team Modes** – Timed, Race and Fairy Dust Modes can all also be played in Team Mode. You get to play with a computer-controlled character as your partner.





## **Time Limit**

30 seconds, 60 seconds, 90 seconds, 2 minutes, 2:30 minutes, 3 minutes, 4 minutes and 5 minutes.

## **Slam Limit**

Adjust the number of slams required to beat the round. You can choose any number up to 9. (Default set to 5.)

## **Change Computer Characters**

Change which characters are controlled by your system using the arrows to the left and right of their name. You can choose any unlocked character.

## **Character Difficulty**

Change all characters' difficulty settings ranging from 1 to 7. The difficulty setting affects how smart the computer-controlled characters are.

1 = Easy. 7 = Difficult.





# ON-SCREEN DISPLAY



**Fairy Dust Meter** – The Fairy Dust Meter is located next to the character portrait on the screen. When it fills up, you can execute a SuperSlam.

**Slam Counter** – The Slam Counter is located next to the character portrait on the top and counts the number of slams you have for this round.



# BASIC CHARACTER MOVIES

**+Control Pad = Move**

**+Control Pad ↑ = Jump**

**A = Standard Attack**

**A, A, A = Standard Combo**

**A , A, B = Special Combo**

**A Button while jumping = Jump Attack**

**↓ + A Button**

**while jumping = Downward Jump Attack**

**B Button = Left/Right Facing Special Attack**

**↓ + B Button = Upward Special**

**A + B Button**

**simultaneously = Downward Special**

**R Button held = Guard**

**R Button held, ← move → = Guard Roll**

## ITEMS

Throughout the levels you'll find a variety of items such as weapons, traps and power-ups. They keep you one step ahead of your adversary!



## Weapons

Weapons can be picked up by using the left shoulder button. There is a large variety of weapons in *Shrek® SuperSlam*. We have projectiles, up-close and long-range weapons. For example, the plunger crossbow is a projectile weapon.



## Potions

Potions can be also picked up by using the left shoulder button. The shrink potion makes your character smaller for 10 seconds. Try and find out what they all do.



## Chance Items

There are a variety of chance items in *Shrek® SuperSlam* that give you weapons. Traps are also chance items and include new ways to daze your foes, like placing a banana on the ground for them to slip on.





## French Flies

Collect as many of these as you can. Give them to the Frog King for access to the bonus features.



## BONUS/UNLOCKABLE

Once you obtain some French Flies, you can trade them with the Frog King, who lords over the unlocking screen.

*Hint: There are a couple of ways to obtain French Flies.*

1. Earn Titles. Titles are awards offered to a character at the end of a match for completing secret objectives.
2. Complete Mega Challenges!





# CREDITS

## AMAZE ENTERTAINMENT

### Executive Producers

Dan Elenbaas  
David Mann

### Executive Studio Director

Steve Ettinger

### Producer

Matt Turnbull

### Additional Production

Mike Platteter

### Lead Developer

Mike Dorgan

### Lead Artists

Kevin Chung  
Josh Riley

### Developers

John Copic  
Jon Martin

### Additional Development

Kevin Wright

### Artists

Rich Werner  
Nelson Brown  
Paul Marshall  
Scott Warren

Eli Heuer

Lisa Liao

Becky Kosuge

### Additional Art

Tyler Finney  
Michael Wilcox

### Music

Steven Velema  
Ian Stocker

### Sound Design

Matthew Piersall

### Audio Production

Ian Stocker  
Joseph Graves

### Story & Writing

Matt Turnbull

### Testing Lead

Kyle Lingol

### Software Testers

Brock Peterson  
Briana Neumiller  
Aaron Wardell

### Additional Testing

Eric "Frog" Elders

### Designed by

Shrek GBA Team

### Studio Technical Director

Doug Schilling

### Studio Art Director

Randy Briley

### Special Thanks

Sean Epperson, Katy, Amanda &  
Matthew Dorgan, Dana Martin, Sarah  
T., Sean Epperson, Isabella Copic,  
Candace Bartlett, The ONE, Junko,  
Ico, fam. and friends, RIP Mom

### Creative Director

Phil Trumbo

### Director of Dev. Services

Jack Brummut

### Director of Ops. & Finance

Michael Dean

### Director of Marketing

Curtis Asplund

### Extra Special Thanks

Amaze Ent. Operations, Stephanie  
Card, Susan DeMerit, Stephanie  
Hjertager, Christian Kimball,  
Matt McIntire, Paul Stokes





## **DREAMWORKS ANIMATION**

### **Special Thanks**

Paul Elliott  
Anne Globe  
Raman Hui  
Amy Krider  
John Moore  
Meaghan Nix  
Rick Rekedal  
Aron Warner  
Chris Miller  
Denise Cascino

... and the entire PDI team

## **ACTIVISION**

### *PRODUCTION*

#### **Producer**

Todd Jefferson

#### **Producer**

Lalie Fisher

#### **Associate Producers**

Aaron Gray

Jay Gordon

#### **Production Coordinators**

Vanessa Schlais

Jeremy G. Evangelista

#### **Localization Manager**

Matt Morton

### **Executive Producer**

Chris Hewish

### **VP, North American Studios**

Laird Malamed

### *MARKETING AND PR*

### **VP, Global Brand Management**

David Pokress

### **Director, Global Brand Management**

Rachel Silverstein

### **Global Brand Manager**

Kirsten Duvall

### **Associate Brand Manager**

Dan Lazar

### **Manager, Corporate Communications**

Lisa Fields

### **Publicist, Corporate Communications**

Kate Mitchum

### **Jr Pub, Corporate Communications**

Lindsay Morio

### *QA/CUSTOMER SUPPORT*

#### **Project Lead**

Mike Ortiz

### **Senior Project Lead**

Jason "Fox" Potter

### **QA Senior Manager**

Tim Vanlaw

### **Floor Lead**

Gabriel Galaz

### **Test Team**

James Rose

Pokee Chan

David Bunting

Nelson Monterroso

Lemuel Castro

Candace Dolin

Chris Pope

### **Project Lead,**

### **Technical Requirements Group**

Aaron Camacho

### **Testers, Tech. Requirements Group**

Sasan Helmi

Robert Lara

Kyle Carey

### **Special Thanks**

Daniel Firestone

Steve Rosenthal

Kelly Byrd

Nicole Willick

Andre Kinnebrew

Mike Fletcher

Ken Fox

Sasha Gross

Ryan Rucinski





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